

Amendments to the Claims:

This listing will replace all prior versions, and listings, of the claims in the application.

Listing of Claims:

1. (original) A microprocessor controlled toy building element (101, 501) comprising
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a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6) which can be activated individually by specifying a list of subprogram calls;

coupling means for coupling with building elements which can be moved by activation means, said activation means being controllable in response to the instructions, characterized by comprising

communications means (504, 505) which can transmit said function calls to a second toy building element (502) for programming of it.
2. (original) A microprocessor controlled toy building element according to claim 1, characterized by comprising a display (104, 508) which can show a plurality of icons (204, 205, 206, 207, 208), each of which represents instructions to the microprocessor (102, 507), and which can be activated by a user for programming of the microprocessor.

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3. (original) A microprocessor controlled toy building element according to claims 1-2, characterized in that instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.
 4. (original) A microprocessor controlled toy building element according to claims 1-2, characterized by comprising a receiver (504, 505) for wireless reception of instructions.
 5. (original) A microprocessor controlled toy building element according to claims 1-2, characterized by comprising a receiver (505) for reception of infrared signals.
 6. (original) A microprocessor controlled toy building element according to claims 1-2, characterized by comprising a keyboard for manual entering of instructions.
 7. (original) A microprocessor controlled toy building element according to claims 1-2, characterized by comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.
 8. (original) A microprocessor controlled toy building element according to claims 1-2, characterized by comprising a transmitter (504) for transmission of said function calls via a light guide (503).

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9. (original) A microprocessor controlled toy building element according to claims 1-2, characterized by comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

10. (original) A toy building set comprising microprocessor controlled toy building elements according to any one of claims 1-9, characterized by comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (R1, R2, ..., R6) which can be activated individually by receiving subprogram calls from the first toy building element (501).

11. (original) A toy building set according to claim 10, characterized in that the first microprocessor controlled toy building element comprises operating means (508) for making a program, and that the second microprocessor controlled toy building element comprises operating means for activating just one of several programs.

12. (new) A microprocessor controlled toy building element (101, 501) comprising a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6) which can be activated individually by specifying a list of subprogram calls;

coupling means for coupling with building elements which can be moved by activation means,

said activation means being controllable in response to the instructions;

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wherein a subprogram sends a signal to the activation means and/or receives a signal from the activation means, and

wherein the microprocessor controlled toy building element comprises communications means (504, 505) which can transmit said function calls to a second toy building element (502) for programming of it.

13. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising a display (104, 508) which can show a plurality of icons (204, 205, 206, 207, 208), each of which represents instructions to the microprocessor (102, 507), and which can be activated by a user for programming of the microprocessor.

14. (new) A microprocessor controlled toy building element according to claim 12, characterized in that instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

15. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising a receiver (504, 505) for wireless reception of instructions.

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16. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising a receiver (505) for reception of infrared signals.
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17. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising a keyboard for manual entering of instructions.
18. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.
19. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising a transmitter (504) for transmission of said function calls via a light guide (503).
20. (new) A microprocessor controlled toy building element according to claim 12, characterized by comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.
21. (new) A toy building set comprising microprocessor controlled toy building elements according to claim 12, characterized by comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (R1, R2, ..., R6) which can

be activated individually by receiving subprogram calls from the first toy building element (501).

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22. (new) A toy building set according to claim 21, characterized in that the first microprocessor controlled toy building element comprises operating means (508) for making a program, and that the second microprocessor controlled toy building element comprises operating means for activating just one of several programs.

23. (new) A microprocessor controlled toy building element (101, 501) comprising

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, R6) which can be activated individually by specifying a list of subprogram calls;

coupling means for coupling with building elements which can be moved by activation means, said activation means being controllable in response to the instructions;

wherein the microprocessor controlled toy building element comprises communications means (504, 505) which can transmit said function calls to a second toy building element (502), and

wherein the second toy building element comprises a second memory, which second memory also comprises the subprograms (R1, R2, ..., R6).

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24. (new) A microprocessor controlled toy building element according to claim 23, characterized by comprising a display (104, 508) which can show a plurality of icons (204, 205, 206, 207, 208), each of which represents instructions to the microprocessor (102, 507), and which can be activated by a user for programming of the microprocessor.

25. (new) A microprocessor controlled toy building element according to claims 23, characterized in that instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

26. (new) A microprocessor controlled toy building element according to claims 23, characterized by comprising a receiver (504, 505) for wireless reception of instructions.

27. (new) A microprocessor controlled toy building element according to claims 23, characterized by comprising a receiver (505) for reception of infrared signals.

28. (new) A microprocessor controlled toy building element according to claims 23, characterized by comprising a keyboard for manual entering of instructions

29. (new) A microprocessor controlled toy building element according to claims 23, characterized by comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.

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30. (new) A microprocessor controlled toy building element according to claims 23, characterized by comprising a transmitter (504) for transmission of said function calls via a light guide (503).

31. (new) A microprocessor controlled toy building element according to claims 23, characterized by comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

32. (new) A toy building set comprising microprocessor controlled toy building elements according to any one of claims 23, characterized by comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (R1, R2, ..., R6) which can be activated individually by receiving subprogram calls from the first toy building element (501).

33. (new) A toy building set according to claim 32, characterized in that the first microprocessor controlled toy building element comprises operating means (508) for making a program, and that the second microprocessor controlled toy building element comprises operating means for activating just one of several programs.
